



POWERCHAIR FOOTBALL

LAWS OF THE GAME

Official Rules & Regulations
The Wheelchair Football Association (The WFA)

Approved by



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Object of the Game

The game is played by two teams of athletes with physical disabilities using special footguards attached to powered wheelchairs to kick a specially designed ball. The object of the game is to manoeuvre the ball over the goal line of an opposing team while preventing them from doing the same.

Modifications

Subject to the agreement of the **WFA** and provided the principles of these Laws are maintained, any or all of the following modifications are permissible:

- *size of the field*
- *size, weight and material of the ball*
- *duration of the periods of play*
- *substitutions*

Further modifications may be allowed based upon decisions made between referees, coaches, and tournament directors prior to the start of the match or tournament.

Male and Female

References to the male gender in the Laws of the Game in respect of referees, assistant referees, players and officials are for simplification and apply to both males and females.

Safety

Players must use lap seatbelts. Leg, feet and chest straps should be used if normally worn. Other authorised equipment may include helmets, headrests, and other assistive or protective technology normally used by the athlete.



Law 1 – The Field of Play

Dimensions

The basic size of the field that the game will be played on is 28 m x 15 m (standard size basketball court):

Length:	maximum	30m
	minimum	25m
Width:	maximum	18m
	minimum	14m

Surface

The surface of the field must be hard, smooth, and level for easy maneuverability of the powerchairs. The use of wood or artificial material is recommended. Concrete or tarmac should be avoided.

Markings

The field is marked with lines which belong to the areas of which they are the boundaries.

The two longer boundary lines are called touch lines. The two shorter lines are called goal lines.

All lines are a minimum of 5 cm wide.

The field is divided into two halves by a halfway line.

The centre mark is indicated at the midpoint of the halfway line. The mark may consist of a 15 cm "X" taped securely onto the floor with contrasting/non-damaging tape.

Goal Area

A goal area is marked at the centre of each end of the field, 8 m wide and 5 m deep.

Penalty Mark

A penalty mark is placed 3.5 m from the goal line and equidistant from each goalpost to indicate the location of the ball during the taking of penalty kicks.

The mark may consist of a 15 cm "X" or line taped securely onto the floor with contrasting/non-damaging tape.



Goals

Goals must be placed on the centre of each goal line.

They consist of two upright posts (pylons or cones) placed equidistant from the corners of the field and securely fastened to the floor with non-damaging tape.

The distance between the posts is 6 m.

Goal Post Position

A mark of 1 m from inside each goalpost must be placed for corner positioning.

Officials' Area

An area at least 1 m wide is placed around the entire perimeter of the field which allows the manoeuvre of the officials.

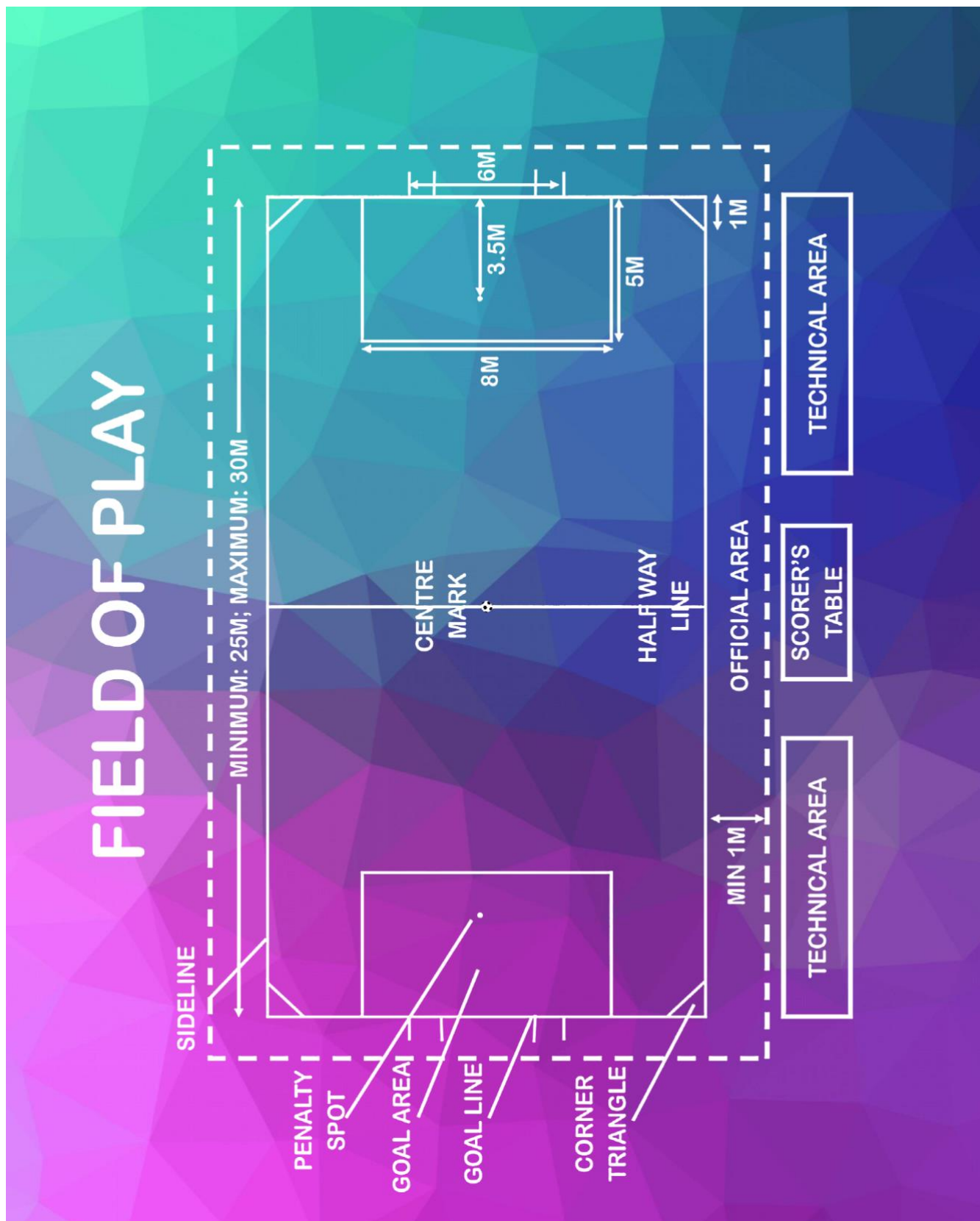
The Corner Arc

A triangle 1 m from each corner is drawn inside the field of play.

Technical Areas

The technical area lateral limits are from the goal line to the halfway line or 1 m from the scorer's table and extends forward to the edge of the official's area.

Additional requirements and restrictions concerning the technical area are described in the administrative notes.



Law 2 – The Ball

Qualities and Measurements

The ball is:

- spherical,
- made of leather, vinyl, or other suitable material, that is low friction
- 33 cm in diameter, no more than 35.6 cm and no less than 30.5 cm, and
- of appropriate pressure (recommended 13 – 15 psi) so as to minimise bouncing yet prevent powerchairs from riding over it.



Replacement of a Defective Ball

If the ball bursts or becomes defective during the course of a match:

- the match is stopped
- the match is restarted by a set ball where the ball first became defective (see Law 8)

If the ball bursts or becomes defective whilst not in play at a kick-off, goal kick, corner kick, free kick, penalty kick or kick-in:

- the match is restarted accordingly

The ball may not be changed during the match without the authority of the referee.



Law 3 – The Number of Players

Players

A match is played by two teams, each consisting of not more than 4 players, one of whom must be a goalkeeper. A match may not start if either team consists of fewer than 2 players.

Players must have adequate control of their powerchairs.

The referee has the authority to stop a player who is not in full control from participating in a game.

Official Competitions

Teams shall consist of 4 players with up to 4 substitute players; however, the regulations of competition may allow a greater number of substitutes.

A greater number of substitutes may be on the team provided that:

- the teams concerned reach agreement on a maximum number
- the referee is informed before the match

If the referee is not informed, or if no agreement is reached before the match, no more than 4 substitutes are allowed on the team sheets.

Teams must provide team sheets to the referee prior to the start of the match. Players & substitutes not so named may not take part in the match.

Substitution Procedure

To replace a player by a substitute, the following conditions must be observed:

- The nearest assistant referee must be informed of the substitution request prior to the stoppage
- The assistant referee signals that a substitution has been requested
- A substitute only enters the field of play from the technical area and during a stoppage in the match
- The substitution is completed when a substitute enters the field of play
- All substitutes are subject to the authority and jurisdiction of the referee
- A team may not substitute a goalkeeper for a penalty kick unless there has been an injury or equipment failure



Changing the Goalkeeper

Any of the players may change places with the goalkeeper, provided that:

- the referee is informed before the change is made
- the change is made during a stoppage in the match

Infringements/Sanctions

If a substitute enters the field without the referee's permission:

- the referee stops play (although not immediately if the substitute or substituted player does not interfere with play)
- the referee cautions him for unsporting behaviour and orders him to leave the field of play
- if the referee has stopped play, it is restarted with an indirect free kick by the opposing team from the position of the ball at the time of the stoppage (see Law 13 – Position of the free kick)

If a player changes places with the goalkeeper without the referee's permission before the change is made:

- the referee allows play to continue
- the referee cautions the players concerned when the ball is next out of play

For any other infringements of this Law:

- the players concerned are cautioned
- the match is restarted with an indirect free kick, to be taken by a player of the opposing team from the position of the ball at the time of the stoppage

Restart of Play

If play is stopped by the referee to administer a caution:

- the match is restarted by an indirect free kick, to be taken by a player of the opposing team from the place where the ball was located when play was stopped (see Law 13)

Players and Substitutes Sent Off

A player who has been sent off before the kick-off may be replaced only by one of the named substitutes.

A named substitute who has been sent off, either before the kick-off or after play has started may not be replaced.

Law 4 – The Players Equipment

Safety

A player must not use equipment or wear anything which is dangerous to himself or another player.

Basic Equipment

The basic compulsory equipment of a player is:

- a jersey or shirt
- all members of a team will wear shirts of the same colour which contrasts those of their opponents
- shorts or warm-up pants which matches the rest of their team
- a powered wheelchair
- lap seatbelt
- Footguard
- A clear and visible number



Powerchair

- powerchair must have 4 or more wheels
- 3 or 4-wheeled scooters or similar equipment are not permitted
- the maximum speed allowable during the match for powerchairs is 10 kph (6.2 mph) forwards & reverse.
- backpacks, bags, etc. are not allowed to be attached to powerchairs during play (essential equipment accepted e.g. Oxygen / feeds / ventilators etc.)
- chairs must not have any sharp surfaces or items that might become entangled with other powerchairs (inc. essential equipment)
- chest/shoulder/head restraints are required equipment for those athletes who need them
- no part of the chair shall be constructed so as to be able to trap or hold the ball
- additions should be placed on the powerchair which prevent the wheels from trapping, holding, or riding over the ball



Footguards

- must consist of unbreakable material and be securely attached to the powerchair
- bottom of the footguards must be no more than 10 cm (and not less than 5 cm from the floor)
- front of footguards must be at least 20 cm high but no more than 50 cm from the ground
- players must be able to maintain eye contact with the ball
- footguard surfaces shall be solid and not angled to hit the ball upwards
 - all surfaces must be flat or convex. Concave surfaces are not allowed. No part of the footguard shall be constructed so as to be able to trap or hold the ball
 - The footguard vertical surface must be covered with resilient material* (to absorb the full impact) which may be ribbed horizontally or vertically to improve adhesion with the ball for maximum ball control as well as maximum safety (*a UK insurance requirement)
- footguards must not extend more than 33cm from the front of the forward wheels of the powerchair, when reversed. If a player's feet are too close to the guard or would extend beyond the footguard, up to an additional 10cm will be allowed beyond the furthest extension of the toes/feet
- footguards must not have any sharp surfaces or protrusions
- footguards must not be wider than the widest point of the frame or wheelbase of the powerchair
- footguards must not be narrower than the front casters (or attachments) of the powerchair

Goalkeepers

Each goalkeeper wears colours that distinguish him from the other players. Distinguishing colours may include shirts, bibs, etc.

Infringements/Sanctions

For any infringement of this law:

- play need not be stopped
- the player at fault is instructed by the referee to leave the field of play to correct his equipment
- the player leaves the field of play when the ball next ceases to be in play, unless he has already corrected his equipment



- any player required to leave the field of play to correct his equipment does not re-enter without the referee's permission
- the referee checks that the player's equipment is correct before allowing him to re-enter the field of play
- the player is only allowed to re-enter the field of play when the ball is out of play

A player who has been required to leave the field because of an infringement of this Law and who enters (or re-enters) the field without the referee's permission is cautioned and shown the yellow card.

Restart of Play

If play is stopped by the referee to administer a caution:

- the match is restarted by an indirect free kick taken by a player from the opposing team, from the place where the ball was located when the referee stopped the match (see Law 8)



Law 5 – The Referee

The Authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed.

Powers and Duties

The Referee:

- enforces the Laws of the Game in accordance with safety and sportsmanship
- controls the match in co-operation with the assistant referee
- ensures that the field played on meets the requirements of Law 1
- ensures that any ball used meets the requirements of Law 2
- inspects and ensures that the players' equipment meets the requirements of Law 4
- collects and verifies team sheets prior to the start of play
- acts as a timekeeper and keeps a record of the match
- stops, suspends, or abandons the match, at his discretion, for any infringement of the Laws
- stops, suspends, or abandons the match because of outside interference
- stops the match if, in his opinion, a player is seriously injured
- stops the match if, in his opinion, a dangerous situation occurs or is likely to occur.
- stops the match if, in his opinion, a player is in danger of falling over or if major powerchair components begin falling onto the field
- allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured
- ensures that any player bleeding from a wound leaves the field. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped



- allows play to continue when the team against which an offense has been committed will benefit from such an advantage and penalises the original offense if the anticipated advantage does not ensue at that time
- punishes the more serious offense when a player commits more than one offense at the same time
- takes disciplinary action against players guilty of a cautionable or sending-off offense. He is not obliged to take this action immediately but he must do so when the ball next goes out of play
- takes action against team officials who fail to conduct themselves in a responsible manner and may, at his discretion, expel them from the field and its immediate surroundings
- acts on the advice of the assistant referee regarding incidents which he has not seen
- ensures that no unauthorised persons enter the field
- restarts the match after it has been stopped
- may, if requested or required, support the ball during the taking of a free kick or restart
- provides the appropriate authorities with a match report which includes information on any disciplinary action taken against players, and/or team official and any other incidents which occurred before, during or after the match
- allows play to continue until the ball is out of play if a player's equipment breaks down and he is not in danger. When there is a stoppage in play, the referee will allow time for the repair of the equipment. If the repair time is significant, the referee can order a substitution

Decisions of the Referee

The decisions of the referee regarding facts connected with play are final. Facts connected with play shall include whether a goal is scored or not and the result of the match.

The referee may only change a decision on realising that it is incorrect or, at his discretion, on the advice of an assistant referee, provided that he has not restarted play.

Clarifications

A referee (or where applicable, an assistant referee) is not held liable for:

- any kind of injury suffered by a player, official or spectator
- any damage to property of any kind
- any other loss suffered by any individual, club, company, association



or other body, which is due or which may be due to any decision which he may take under the terms of the Laws of the Game or in respect of the normal procedures required to hold, play and control a match

- this may include:
 - a decision that the condition of the field or its surrounds or that the weather conditions are such as to allow or not to allow a match to take place
 - a decision to abandon a match for whatever reason
 - a decision as to the condition of the fixtures or equipment used during a match including the goal posts and the ball
 - a decision as to stop or not to stop a match due to spectator interference or any problem in the spectator area
 - a decision to stop or not to stop play to allow an injured player to be removed from the field for treatment
 - a decision to request or insist that an injured player be removed from the field for treatment
 - a decision to allow or not allow a player to wear certain apparel or equipment
 - a decision (in so far as this may be his responsibility) to allow or not allow any persons (including team or venue officials, security officers, photographers or other media representatives) to be present in the vicinity of the field
 - any other decision which he may take in accordance with the Laws of the Game or in conformity with his duties under the terms of the association or leagues rules under which the match is played



Law 6 – The Assistant Referees

Duties

Assistant referees may be appointed whose duties, subject to the decision of the referee, are to indicate:

- when the whole of the ball has passed out of the field
- which side is entitled to a corner kick, goal kick, or kick-in
- when a substitution is requested
- when a team may be penalised for having exceeded the number of allowable players in the goal area
- when a team may be penalised for having a player, other than the goalkeeper, completely cross the goal line between the goal posts
- when misconduct or any other incident has occurred out of the view of the referee
- when offenses have been committed whenever he is closer to the action than the referee (this includes, in particular circumstances, offenses committed in the goal area)
- whether, at penalty kicks, the goalkeeper has moved forward and not stayed behind the goal line before the ball has been kicked and if the ball has crossed the line
- may, if requested or required, support the ball during the taking of a free kick or restart

Assistance

The assistant referees also assists the referee to control the match in accordance with the Laws of the Game.

In the event of undue interference or improper conduct, the referee will relieve an assistant referee of his duties and make a report to the appropriate authorities.



Law 7 – The Duration of the Match

Periods of Play

The match consists of two equal periods of 20 minutes, unless otherwise mutually agreed between the referees and the two participating teams. Any agreement to alter the periods of play (for example to reduce each half to 15 minutes) must be made before the start of play and must comply with competition regulations.

Half-Time Interval

Players are entitled to an interval at half-time which must not exceed 10 minutes.

Competition regulations must state the duration of the half-time interval.

The duration of the half-time interval may be altered only with the consent of the referee.

Allowance for Time Lost

Allowance is made in either period for all time lost through:

- stoppage to ensure a player's safety such as when a player is in danger of falling over or when major powerchair parts fall onto the field in close proximity to play
- removal of a non-operable powerchair from the field for repair
 - if the player's equipment breaks down during play, the referee may allow play to continue if the player's safety is not jeopardised
 - at the next stoppage, or if the player's equipment breaks down during a stoppage, the referee will allow for the repair of the equipment. If the repair takes excessive time, the referee will order a mandatory substitution of the player
- assessment of injury to players
- removal of injured players from the field for treatment
- wasting time
- any other cause

The allowance for time lost is at the discretion of the referee.



Penalty Kick

If a penalty kick has to be taken or retaken, the duration of either half is extended until the penalty kick is completed.

Abandoned Match

An abandoned match is replayed unless the competition regulations provide otherwise.



Law 8 – The Start and Restart of Play

Preliminaries

A coin is tossed and the team that wins the toss decides either to kick-off or which goal it will attack in the first half of the match and if they choose the goal to attack, the other team takes the kick-off to start the match.

In the second half of the match, the teams change ends and attack the opposite goals.

Kick-Off

A kick-off is a way of starting or restarting play:

- at the start of the match
- after a goal has been scored
- at the start of the second half of the match
- at the start of each period of extra time, where applicable

A goal may be scored directly from the kick-off.

Procedure

- all players are in their own half of the field
- the opponents of the team taking the kick off are at least 5 m from the ball until it is in play
- the ball is stationary on the centre mark
- the referee gives the signal
- the ball is in play when the ball has been kicked and moved
- the kicker does not touch the ball a second time until it has touched another player
- after a team scores a goal, the kick-off is taken by the other team

Infringements/Sanctions

If the kicker touches the ball a second time before it has touched another player:

- An indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred

For any infringement of the kick-off the kick-off is retaken.

Set Ball

A set ball is a way of restarting the match after a temporary stoppage that becomes necessary, while the ball is in play, for any reason not mentioned elsewhere in the Laws of the Game.

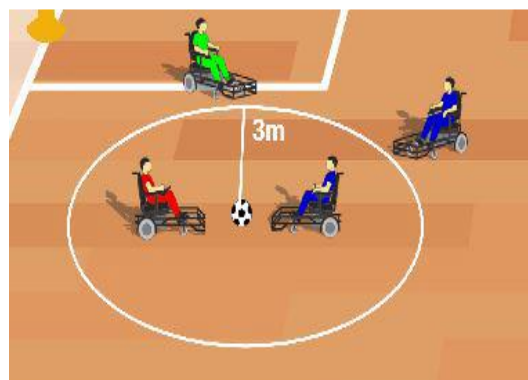
Procedure

The referee sets the ball at the place where it was located when play was stopped.

One player from each team comes no closer than one 1 m from the ball; both players must face the ball parallel with the touchline until the ball is touched.

All other players must be at least 3 m from the ball until it is in play.

Play restarts when the referee makes a signal.



Infringements/Sanctions

The ball is set again:

- if it is touched by a player before the referee's signal
- if the ball rolls before the referee's signal
- if a player not involved in the set ball encroaches within 3 m before the referee's signal

Special Circumstances

A free kick awarded to the defending team inside its own goal area is taken from any point within the goal area.

An indirect free kick awarded to the attacking team in its opponent's goal area is taken from the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

A set ball to restart the match after play has been temporarily stopped inside the goal area takes place on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped

A set ball to restart the match when the bottom of the ball elevates above 50.8cm from the floor, unless at the referee's discretion, there is no danger and no player has gained an advantage.

Law 9 – The Ball In and Out of Play

Ball Out of Play

The ball is out of play when:

- it has wholly crossed the goal line or touch line whether on the ground or in the air
- it is held immobile for more than 3 seconds between two or more opponents in active play
- play has been stopped by the referee
- Ball elevates above 50.8 cm from the floor. At the referee's discretion, the ball may remain in play if there is no danger and no player has gained an advantage.



Ball In Play

The ball is in play at all other times, including when:

- it rebounds from a goalpost and remains in the field of play
- it rebounds from either the referee or an assistant referee when they are on the field of play

The ball may only be played by the players' powerchairs: it cannot be moved by contact with a player's body (e.g. hand, foot, or head).





Law 10 – The Method of Scoring

Goal Scored

A goal is scored when the whole of the ball passes over the goal line, it must be rolling not carried, between the goal posts, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

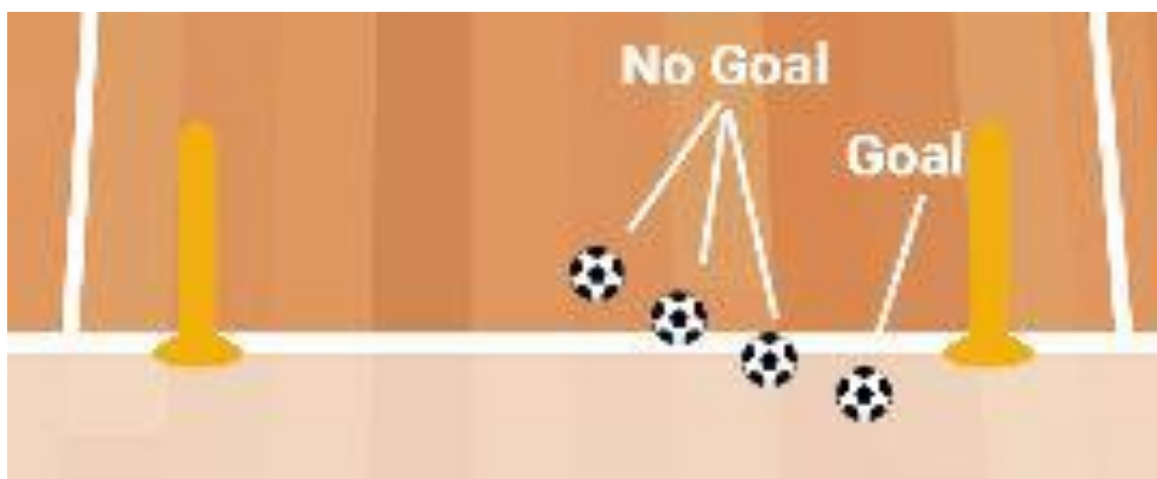
In absence of a goal post, a goal is scored when majority of the ball passes freely not carried inside the goal marking and wholly crosses the goal line.

Winning Team

The team scoring the greater number of goals during the match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

Competition Regulations

For matches ending in a draw, competition regulations may state provisions involving extra time or kicks from the penalty mark to determine the winner of a match.



Law 11 – Field Position

General

There are two possible offenses which are based on relative positioning of players and the ball during play. However, several criteria must be met before the positioning becomes an offense.

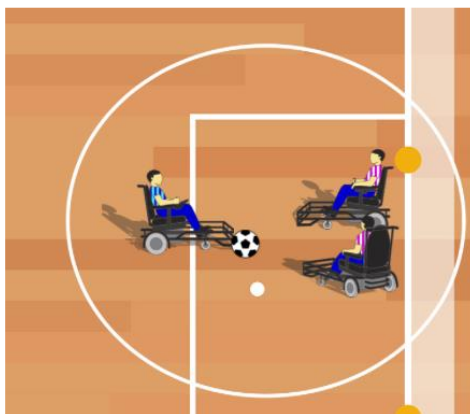
2-on-1 Field Position Offense

- two teammates and an opponent are within 3 m of the ball while it is in play
- both teammates and the opponent are involved in active play

Active play is defined as:

- interfering with play or
- interfering with an opponent or
- gaining an advantage by being in that position

There is no 2-on-1 offense if one of the two teammates is a goalkeeper in his own goal area



There is no 2-on-1 offense if there is no opponent within 3 m of the ball

Offense

Either of these position situations is only penalised if, in the opinion of the referee, one of the teammates is involved in active play.

Goal Area

3 or more teammates are actively involved within their own goal area at one time while the ball is in play.

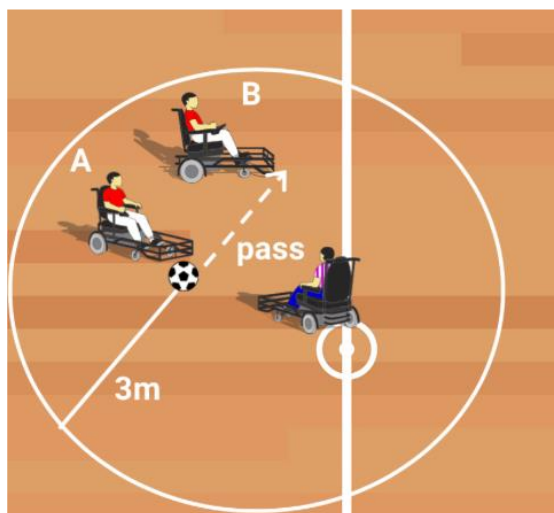
Infringements/Sanctions

For an offense of this Law, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred, in accordance with the requirements of Law 13.

Unless it denies a goal scoring opportunity follow Law 12.

The definitions of elements of involvement in active play are as follows:

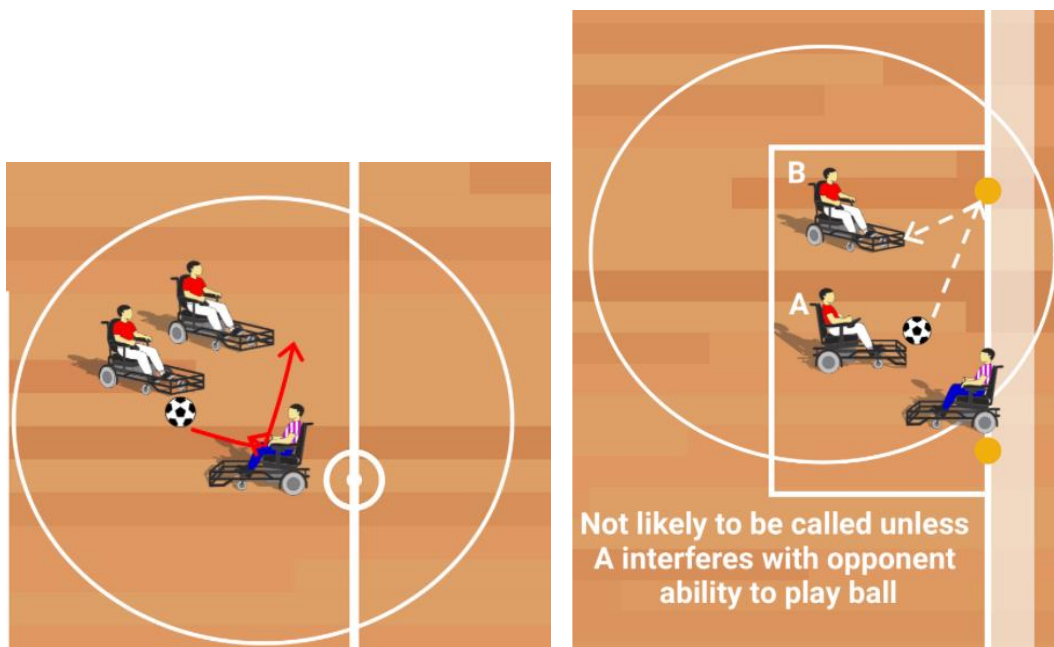
Interfering with play means playing or touching the ball passed or touched by a team-mate.



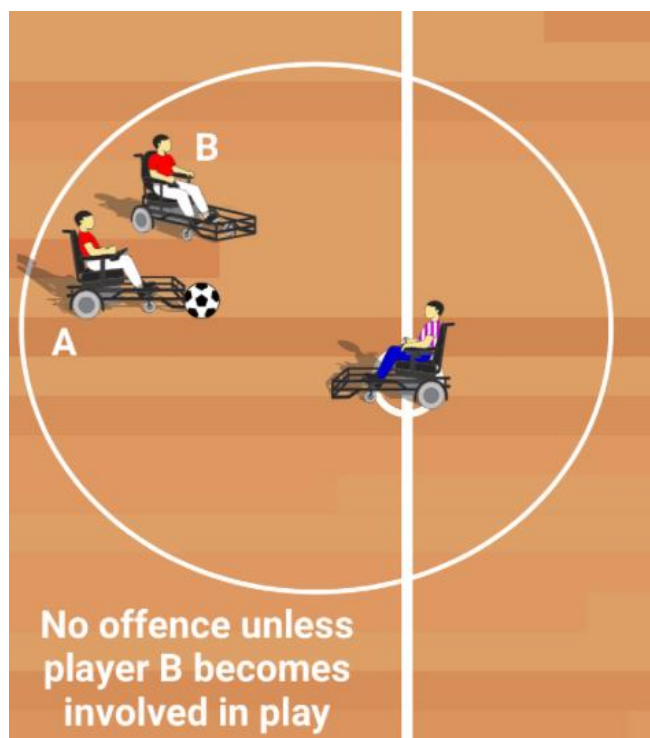
Interfering with an opponent means preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent's movements or making a gesture or movement which, in the opinion of the referee, deceives or distracts an opponent.

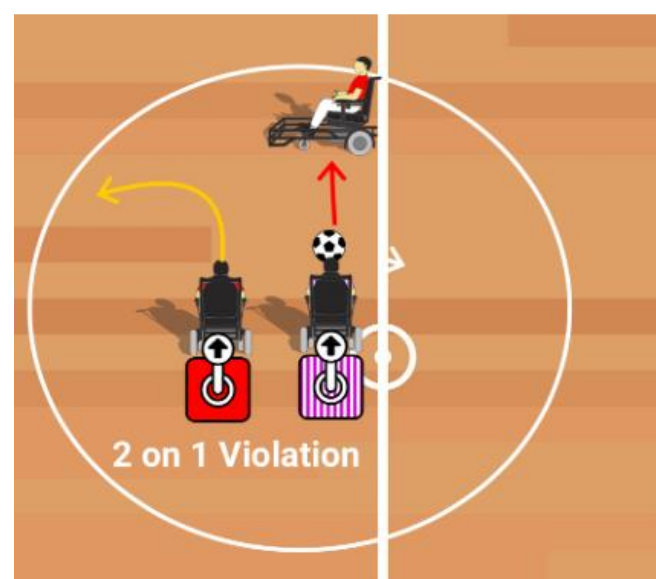
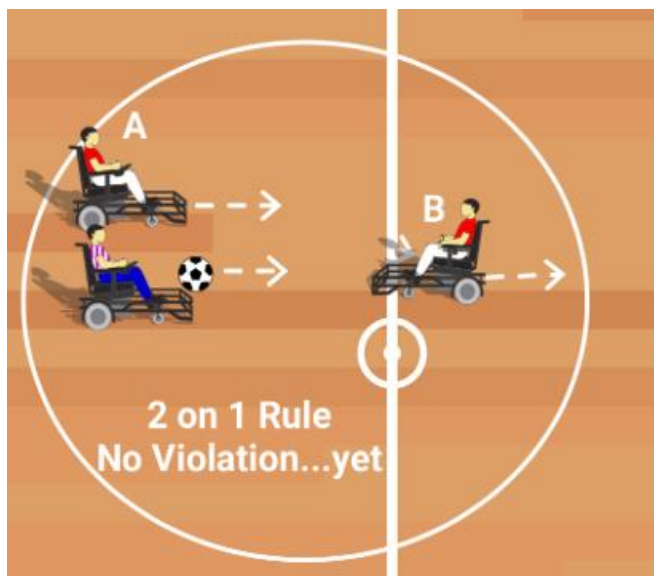


Gaining an advantage by being in that position means playing a ball that rebounds to him off a post having been in a 2-on-1 position or playing a ball that rebounds to him off an opponent having been in a 2-on-1 position.



Having 2 teammates within 3 m of the ball and an opponent is, in and of itself, not an offense until or unless the 2nd of the teammates becomes involved in active play.







Law 12 – Fouls and Misconduct

Fouls and misconduct are penalised as follows:

Direct Free Kick

A direct free kick is awarded to the opposing team if a player rams or attempts to ram an opponent in a manner considered by the referee to be careless, reckless or using excessive force:

A direct free kick is also awarded to the opposing team if a player commits any of the following four offenses:

- holds an opponent with his powerchair
- handles the ball deliberately
- uses his arms to push, hold, or strike an opponent, or attempts to do so
- spits at an opponent
- denies a goal scoring opportunity

A direct free kick is taken from where the offense occurred.

Penalty Kick

A penalty kick is awarded if any of the above offenses is committed by a player inside his own goal area, irrespective of the position of the ball, provided it is play.

Indirect Free Kick

An indirect free kick is awarded to the opposing team if a player other than the goalkeeper:

- wholly crosses their own goal line, between the goal posts, during play

An indirect free kick is awarded to the opposing team if a 3rd player enters their own goal area while the ball is in play.

An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee:

- plays in a dangerous manner
- impedes the progress of an opponent
- deliberately moves or pushes over a goal post
- commits any other offense, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player

The indirect free kick is taken from where the offense occurred (subject to the requirements of Law 13).



Disciplinary Sanctions

Only a player or substitute player may be shown the red or yellow card.

The referee has the authority to take disciplinary sanctions, as from the moment he enters the venue of the match until he leaves the venue after the final whistle.

Cautionable Offenses

A player is cautioned and shown a yellow card if he commits any of the following seven offenses:

1. is guilty of unsporting behaviour
2. shows dissent by word or action
3. persistently infringes the Laws of the Game
4. delays the restart of play
5. fails to respect the required distance when play is restarted with a corner kick, kick-in, free kick, goal kick, or set ball
6. enters or re-enters the field of play without the referee's permission
7. deliberately leaves the field of play without the referee's permission to gain a benefit or avoid an infringement, unless the player is trying to keep the ball in play whilst directly and closely challenging for the ball, but not between the goal posts

Sending-Off Offenses

A player is sent off and shown a red card if he commits any of the following eight offenses:

1. is guilty of serious foul play
2. is guilty of violent conduct
3. spits at an opponent or any other person
4. denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball
5. denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or penalty kick
6. denies the opposing team a goal by completely crossing over the goal line (goalkeepers excepted)
7. uses offensive or insulting or abusive language and/or gestures
8. receives a second caution in the same match

A player who has been sent off must leave the vicinity (sight and sound) of the field of play and the technical area



The elements of Law 12 are defined as follows:

Tackling and fair charges are allowed as long as they are footguard to footguard. Contact with any other part of the chairs or ramming is a foul and is NOT allowed.

Ramming is defined as when a player deliberately drives into an opponent, with or without the ball, at a high rate of speed or with excessive force. The opponent may be moving or standing still.

Holding is defined as when a player deliberately and physically restricts the movement of an opponent's powerchair. Clipping is a variation of holding.

Clipping is when a player deliberately contacts the side or back of an opponent's powerchair in order to impede the progress of the opponent.

Spin kicks are a method of propelling the ball farther and faster than is possible when running straight at the ball. It is an exciting and breathtaking action which makes the sport of powerchair football a wonderful spectator sport. Nonetheless, if the spin kick is performed during play it can also create a dangerous situation because for a portion of the move, the kicker is unable to see the ball or if anyone is approaching within the vicinity of where the ball is.





Law 13 – Free Kicks

Free Kicks

Free kicks are either direct or indirect.

For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker must not touch the ball again until it has touched another player.

Direct Free Kick

- if a direct free kick is kicked directly into the opponent's goal, a goal is awarded
- if a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

Indirect Free Kick

Signal

The referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has been touched by another player or goes out of play.

Ball Enters the Goal

A goal can be scored only if the ball subsequently touches another player before it enters the goal.

- if an indirect free kick is kicked directly into the opponent's goal, a goal kick is awarded
- if an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

Position of Free Kick

Free Kick Inside the Goal Area

Direct or indirect free kick for the defending team:

- all opponents are at least 5 m away from the ball
- all opponents remain outside the goal area until the ball is in play
- the ball is in play when it is moved kicked directly out of the goal area
- a free kick awarded in the goal area is taken from any point inside that area



Indirect free kick to the attacking team:

- all opponents are at least 5 m away from the ball until it is in play, unless they are on their own goal line between the goal posts
- the ball is in play when it is kicked and moves
- an indirect free kick awarded inside the opponent's goal area is taken from a point along the goal area line parallel to the goal line, at the point nearest to where the infringement occurred

Free Kick Outside the Goal Area

- all opponents are at least 5 m from the ball until it is in play
- the ball is in play when it is kicked and moves
- the free kick is taken from the place where the infringement occurred

Position of Defenders

- Defenders have priority over position in own goal area prior to kick.

Infringements/Sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance:

- the kick is retaken

The kicker touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the defending team, the kick to be taken from the place where the infringement occurred

If, when a free kick is taken by the defending team from inside its own goal area, the ball is not kicked directly into play:

- the kick is retaken



Law 14 – Penalty Kicks

General

A penalty kick is awarded against a team that commits a major foul for which a direct free kick is awarded, inside its own goal area while the ball is in play.

A goal may be scored directly from a penalty kick.

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

Position of the Ball and the Players

The ball:

- must be placed on the penalty mark

The player taking the penalty kick:

- must be properly identified

The defending goalkeeper:

- at the time the kick was awarded must defend the penalty kick (no substitution allowed)
- can face in any direction, but must remain with whole of the chair behind the goal line until the ball has been kicked

The players other than the kicker are located:

- inside the field of play
- outside the goal area
- behind the penalty mark
- at least 5 m from the penalty mark

The Referee

- does not signal for a penalty kick to be taken until the players have taken up position in accordance with the Law
- decides when a penalty kick has been completed

Procedure

- after the players have taken positions in accordance with the Law, the referee signals for the penalty kick to be taken.
- the player taking the penalty must kick the ball.
- he must not touch the ball again until it has touched another player
- the ball is in play when it is touched and moves



When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing between the goalposts:

- The ball touches either or both of the goalposts and/or the goalkeeper

Infringements/Sanctions

If the referee gives the signal for a penalty kick to be taken and, before the ball is in play, one of the following infringements occurs:

The player taking the penalty kick or a teammate of the player taking the kick infringes the Laws of the Game:

- the referee allows the kick to proceed
- if the ball enters the goal, the kick is retaken
- if the ball does not enter the goal, the referee stops play and restarts the match with an indirect free kick to the opposing team from the place where the infringement occurred

The goalkeeper or teammate of the goalkeeper infringes the Laws of the Game:

- the referee allows the kick to proceed
- if the ball enters the goal, a goal is awarded
- if the ball does not enter the goal, the kick is retaken

A player of both the defending team and the attacking team infringes the Laws of the Game:

- the kick is retaken

If, after the penalty kick has been taken:

The kicker touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the defending team, the kick to be taken from the place where the infringement occurred

The kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

The ball is touched by an outside agent as it moves forward:

- the kick is retaken

The ball rebounds into the field from the goalkeeper or the goal posts, and is then touched by an outside agent:

- the referee stops play
- play is restarted with a set ball at the place it touched the outside agent, unless it touched the outside agent inside the goal area, in



which case the referee sets the ball on the goal area line at the point nearest to where the ball was located when play was stopped





Law 15 – The Kick-In

General

A kick-in is a method of restarting play.

A goal can be scored directly from a kick-in. A kick-in is awarded:

- when the whole of the ball passes over the touch line, either on the ground or in the air
- to the opponents of the player who last touched the ball. If the ball is carried over between opposing players' chairs, the kick-in is given to the team whose player is attempting to keep the ball in play

Procedure

- the ball is placed on the touchline at the spot where it left the field
- opponents must remain at least 5 m away until the ball has been put into play
- the ball is in play when it is kicked and moves
- the kicker must not touch the ball again until it has touched another player
- Defenders have priority for position in their own goal area prior to the kick.

Infringements/Sanctions

For any other infringement of this Law:

- the kick-in is taken by a player of the opposing team



Law 16 – The Goal Kick

General

A goal kick is a method of restarting play.

A goal may be scored directly from a goal kick, but only against the opposing team.

A goal kick is awarded when:

- the whole of the ball passes over the goal line, either in the air or on the ground, having last touched a player of the attacking team, and a goal is not scored in accordance with Law 10. If the ball is carried over between opposing players' chairs, a goal kick is given if the defending player is attempting to keep the ball in play

Procedure

- the ball is kicked from any point within the goal area by a player of the defending team
- Opponents remain at least 5 m away until the ball is in play
- the ball is in play when it is kicked directly out of the goal area.

Infringements/Sanctions

If the ball is not kicked directly out of the goal area from a goal kick:

- the kick is retaken.

If, after the ball is in play, the kicker touches the ball again before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred, subject to the provisions of Law 13.

For any other infringement of this Law:

- the kick is retaken



Law 17 – The Corner Kick

General

A corner kick is a method of restarting play.

A goal may be scored directly from a corner kick, but only against the opposing team.

A corner kick is awarded when:

- the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored in accordance with Law 10. If the ball is carried over between opposing players' chairs, a goal kick is given if the attacking player is attempting to keep the ball in play

Procedure

- the ball is placed inside the corner triangle closest to where the ball crossed the goal line.
- Opponents must remain at least 5 m away from the corner triangle until the ball is in play, unless goalkeepers are on their own goal line between the goal posts. A single opponent in the goal area may be positioned behind the arc that identifies corner positioning 1 m inside the near post.
- the ball is kicked by a player of the attacking team
- the ball is in play when it is touched and moves
- the kicker must not touch the ball again until it has touched another player
- Defenders have priority for position in their own goal area prior to kick

Infringements/Sanctions

If, after the ball is in play, the kicker touches the ball again before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred, subject to the provisions of Law 13.

For any other infringement of this Law:

- the kick is retaken



Law 18 - Classification

18.1 THE ROLE OF CLASSIFICATION

The FIPFA classification system intends to place all participating athletes into sport classes according to how much their impairment affects core determinants of performance in Powerchair Football. Overall, the classification system provides a framework for competition and ensures that the strategies, skills and talents of athletes and teams determine competitive success.

More specifically, this system has a dual purpose:

- (1) Determine Eligibility to Compete.
- (2) Group Athletes for Competition.

18.2 ELIGIBILITY CRITERIA

Powerchair Football is played only by those with a diagnosed, severe physical impairment that leads to a verifiable, permanent * activity limitation, as a consequence the athlete needs the use of powered mobility in order to play a sport.

**Some variable, fluctuating impairments may imply classification at every competition, (for example, multiple sclerosis)*

- The FIPFA eligibility criterion does not question the presence of a genuine impairment; it refers only to the eligibility of the athlete to competitively play Powerchair football.
- Levels of fitness, age, cognition, gender or skill, are not factors in classification. The assessment needs to focus on the functional performance of the presenting athlete in relation to Powerchair Football, and their ability to play the sport safely.
- If an Athlete fails to meet the eligibility criteria for Powerchair Football the Athlete will be declared ineligible for competition.

18.3 SPORT CLASS AND SPORT CLASS STATUS

Every athlete eligible to take part in a Competition must be allocated a Sport Class and Sport Class Status in accordance with the rules of FIPFA or they cannot compete.

To minimise the impact that impairment has on the outcome of athletic competition, all participating athletes are placed into sport classes according how much their impairment affects their athletic performance.



Once athletes have been assessed as meeting the minimal eligibility criteria they are allocated one of 2 Sports classes;

- **PF1**: This denotes a player who has highly significant levels of physical difficulty which affects their overall performance.
- **PF2**: This denotes a player who has moderate to mild levels of physical difficulty which affects their overall performance, but who still meets the minimal eligibility criteria.

Each team must field a maximum of two PF2 sport class players during a match for all FIPFA designated competitions.

There is no restriction in the combination of sport classes within the playing squad of a team.

Infringements/Sanctions

If a team has more than two PF2 classified players on the field of play during a match, at the next stoppage in play they must become compliant and a penalty be awarded to the opposing team. If unable to make the team compliant, then they must play on with one player less.

Sport class status indicates the extent to which an Athlete is required to undergo further evaluation and opportunities for protest of an Athlete's sport class. This is designated as;

New (N) *

Sport Class Status New (N) is assigned to an athlete who has not been previously evaluated by an FIPFA Classification Panel and has not had an entry Sport Class verified by FIPFA .

Review (R)*

Sport Class Status (R) is assigned to an athlete who has been previously evaluated by an international classification panel but is still subject to further re-evaluation. The athlete's current Sport Class is valid, but the athlete is subject to re-evaluation and the Sport Class may be changed before or during competition.

Confirmed (C)*

Sport Class Status Confirmed (C) is assigned to athletes who have been previously evaluated by an FIPFA Classification Panel and the panel has determined that their Sport Class will not change.



18.4 CHANGES IN SPORT CLASS FOLLOWING OBSERVATION IN PERFORMANCE

If any changes to an Athlete's sport class are determined by the Classification Panel as a result of observation during competition, all relevant parties should be informed as soon as is logistically possible.

18.5 PROTESTS

The term "protest" refers to the procedure by which a formal objection to an athlete's sport class is made and subsequently resolved. Instructions about the management of protests are clearly identified in the FIPFA Classification Rules document.

18.6 APPEALS

The term "appeal" refers to the procedure by which a formal objection to the manner in which Classification procedures have been conducted is made and subsequently resolved. Instructions about the management of appeals are clearly identified in the FIPFA Classification Rules document.

18.7 CLASSIFIER TRAINING AND CERTIFICATION

To be certified as a classifier an individual has to complete the FIPFA formal Training, which includes theoretical and practical education, as well as practical training and mentorship.

18.8 ATHLETE PRESENTATION

All athletes must be prepared to be fully assessed by the classification panel and be present at the evaluation location at the assigned time, in the appropriate uniform as if ready to begin a match, and with all documentation, equipment and devices as required by the FIPFA Classification Rules.

The athlete may be accompanied by an interpreter, and not more than one representative of the Athlete's NPC/National Federation.

18.9 ATHLETE EVALUATION PROCESS

The athlete evaluation process may include, but is not limited to:

- Physical Assessment
- Technical Assessment
- Observation of Performance Assessment



Kicks from the Penalty Mark

General

Kicks from the penalty mark is the method of determining the winning team where competition rules require there to be a winning team when the score is still tied after finishing both regulation time and two extra time periods.

Procedure

- The referee chooses the goal at which the kicks will be taken
- The referee tosses a coin and the team whose captain wins the toss decides whether to kick first or second
- The referee keeps a record of the kicks being taken
- Subject to the conditions explained below, both teams take four kicks
- Only those players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark
- Only the designated goalkeepers who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to defend the kicks from the penalty mark
- The ball is in play when it is kicked and moved
- The kicks are taken alternately by the teams
- If a team has a greater number of players at the end of the match, than their opponents, they shall reduce their numbers to equate with that of their opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility.
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- If, after both teams have taken four kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken until one team has scored a goal more than the other from the same number of kicks
- If, before both teams have taken 4 kicks, one has scored more goals than the other could score, even if it were to complete its 4 kicks, no more kicks are taken
- The goalkeeper who is on the field of play at the end of the match, which includes extra time where appropriate, will defend all the kicks from the mark by the opposing team.



- The goalkeeper who is the teammate of the kicker must remain outside the field in which the kicks are being taken, along the touchline
- A goalkeeper who is injured or suffers complete technical failure while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute. The substitute must participate in the kicks and is the only player allowed to defend all subsequent kicks by the opposing team.
- If a player is injured or sent off during the taking of kicks from the penalty mark the referee should not reduce the number of players taking kicks for the other team. An equal number of players from each team is required only at the start of the taking of kicks from the penalty mark
- Unless otherwise stated, the relevant Laws of the Game apply when kicks from the penalty mark are being taken

Infringements/Sanctions

For any infringement of this procedure:

- the kick is retaken



Administrative Notes

Technical Area

Technical areas may vary between venues, for example in size or location, and the following notes are issued for general guidance:

- The technical area lateral limits are from the goal line to the halfway line or 1 m from the scorer's table and extends forward to the edge of the officials' area
- It is recommended that markings are used to define this area
- The number of persons permitted to occupy the technical area is defined by the competition regulations
- The occupants of the technical area are identified before the beginning of the match in accordance with the competition rules
- Only one person at a time is authorised to convey tactical instructions
- Team personnel may enter the field only after receiving permission from a referee (safety/imminent danger situations excluded). Personnel seeking permission to enter the field must first ask the nearest assistant referee to signal the referee
- The coach and other occupants of the technical area must behave in a responsible manner

The Fourth Official

- The fourth official may be appointed under the competition rules and officiates if any of the three match officials is unable to continue
- He assists the referee at all times
- Prior to the start of the competition, the organiser states clearly whether, if the referee is unable to continue, the fourth official takes over as the match referee or whether the assistant referee takes over as referee with the fourth official becoming an assistant referee
- The fourth official assists with any administrative duties before, during and after the match, as required by the referee
- He is responsible for assisting with substitution procedures during the match
- He supervises the replacement footballs, where required. If the match ball has to be replaced during a match, he provides another ball, on the instruction of the referee, thus keeping the delay to a minimum



- He has the authority to check the equipment of substitutes before they enter the field of play. If their equipment does not comply with the Laws of the Game, he informs the referee
- He must indicate to the referee when the wrong player is cautioned because of mistaken identity or when a player is not sent off having been seen to be given a second caution or when violent conduct occurs out of the view of the referee and assistant referee. The referee, however, retains the authority to decide on all points connected with play
- After the match, the fourth official must submit a report to the appropriate authorities on any misconduct or other incident that has occurred out of the view of the referee and the assistant referee. The fourth official must advise the referee and his assistant of any report being made
- He has the authority to inform the referee of irresponsible behaviour by any occupant of the technical area

Coaches

- Coaches are responsible for all persons associated with their teams and said persons conduct and compliance with the Laws of the Game.
- Coaches may also play but must be listed on the team sheet in both roles.

REFEREE SIGNALS



Indirect Free Kick



Kick-In



Corner Kick



Direct Free Kick



Set Ball



Penalty Kick



2-on-1 Violation



Advantage



Caution



Send Off

ASSISTANT REFEREE SIGNALS



Substitution



Goal Kick



Foul



Kick-In



Goal



Corner Kick



**Foul Inside
Penalty Area**